

<p>Cosmonaut Dogs</p> <p>Inhabitants of the First Capsule. Representatives of the cultural memory of those animals who were sent into space before the first manned test flights, the Cosmonaut Dogs are inhabitants of the Ring. They are friendly, loyal, and cautious.</p>	<p>The Men of Black and White</p> <p>One of the most pervasive archetypes in the Hungry Empire, the mask of a soldier and secret police and the callous bureaucrat. They are them, they are the faceless and interchangeable hands of the empire and you may wear their mask in your job and never know it.</p>	<p>Brewmaster Bobby Indra</p> <p>An Echonaut of the Rookie Psychonaut Bobby Indra. Bobby is well known as a tale amongst the Psychonaut community. Not known for his skill as a Psychonaut, but for his skill at surviving his own failures- Bobby is a genial survivor in the face of disaster and jolly coward in the face of impossible odds.</p>
<p>Invocation 1</p>	<p>Invocation 2</p>	<p>Invocation 1</p>

<p>The Hound</p> <p>One of the Fear Touched, impossibly powerful Others who personify whole concepts, the Hound smells fear. The Hound stalks fear. The Hound devours fear.</p>	<p>The Scapegoat</p> <p>Counterpart to the more infamous Hound, the Scapegoat personifies the noble sacrifice. The Other devours misdeeds and transmutes transgressions through sacrifice.</p>	<p>Lady of Fire</p> <p>Half of Void and Fire, perhaps the most human of the Elders. Lady of Fire is nuclear fire, the heart of a star. A comforting light that may burn its children to cinder.</p>
<p>Invocation 3</p>	<p>Invocation 1</p>	<p>Invocation 2</p>

<p>The Bone Man</p> <p>Lord of the Knights of Unity, Master of the Secret Police. The Bone Man does not stop, does not tire, does not relent (does not smile)- until the dissident is caught.</p>	<p>The Dreamwalker</p> <p>Every story needs a teller. And the teller cannot escape the tale. The Dreamwalker, the two who are one, shows others the way to their destiny- their fated end.</p>	<p>The Fortuneteller</p> <p>Prophecy is a difficult thing. Often the truth of the words is only obvious in retrospect. Often seeking to subvert a fate will cause it to occur.</p>
<p>Invocation 2</p>	<p>Invocation 3</p>	<p>Invocation 3</p>

<p>The Grey</p> <p>Order permeates any system with rules. The Grey seeks more order, always more. Child of a future where as is ordered a still, the Grey seeks that order again.</p>	<p>Falsenight</p> <p>The second of the Broken Fair Folk, but arguably the strongest, Falsenight draws power from the burning of ancient sunlight. Fear the skeletal serpent and his venom.</p>	<p>The Last Princess</p> <p>Eventually, a time will come where the Empire cannot meet the tribute. In this time, the Last Princess will disappear from the Glass Tower.</p>
<p>Invocation 3</p>	<p>Invocation 2</p>	<p>Invocation 1</p>

<p>The Weaver</p> <p>The Keeper of Stories, one of the eldest of the Elders, the Weaver plays its own game and hold many stories in its web.</p>	<p>The Crown Prince</p> <p>The Locust King passes as title from father to son. And in every generation, a choice is made: heir to the throne or heretic to the cause.</p>	
<p>Invocation 3</p>	<p>Invocation 1</p>	

Narrative Cards – Mythos Cards

<p>A Plea for Help</p> <p>The Psychonauts are faced with a cry of distress, a call for assistance, a plea for help! Without the Psychonauts, they are doomed.</p>	<p>A Mystery Unfolds</p> <p>The Psychonauts are faced with a mystery, layers of deception and subterfuge disguise the truth. Tread carefully, the truth is hidden here.</p>	<p>The MacGuffin is Missing!</p> <p>The Psychonauts need a MacGuffin, an essential plot element. But it is missing! Not where it should be! Where has it gone? Has somebody taken it? Has something else befallen it?</p>
<p>Invocation 2</p>	<p>Invocation 2</p>	<p>Invocation 3</p>

Narrative Cards – Scenario Cards

<p>A World in Chaos</p> <p>All is not well. Panic and disorder run wild. Stones crack and winds howl. The pillars of the world waver, a new age beckons.</p>	<p>The Tower Shakes</p> <p>The ground shudders, solid structures shift. It's all shaking, everything threatens to fall. Perhaps running is in order?</p>	<p>A World in Ruins</p> <p>Worlds end. Empires fall. But the story goes on. In the wake of the breaking, the world is left in tatters, awaiting a new tale.</p>
<p>Invocation 2</p>	<p>Invocation 1</p>	<p>Invocation 2</p>

Narrative Cards – Scenario Cards

<p>The Escape Attempt</p> <p>The chase, the tunnel, the getaway; we've seen the movies and read the stories. The escape attempt is woven into the DNA of our stories.</p>	<p>A Captive in Distress</p> <p>A plot contrivance older than television, older than steam, older than feudalism. You know the drill. Why are you still reading this?</p>	<p>The Hunter Becomes the Hunted</p> <p>The reversal so common in action and horror movies. One moment the predator, the next moment the prey. But where do you stand? And for how long?</p>
<p>Invocation</p> <p>3</p>	<p>Invocation</p> <p>1</p>	<p>Invocation</p> <p>3</p>

<p>The Weight of the World</p> <p>Heroes and villains alike are called to carry the weight of the story. On their shoulders rests the weight of plot and the expectations of a satisfying story.</p>	<p>A Prophecy Foretold</p> <p>Stories are thick with prophecy, like clouds of flies, and always useless until after they've come true. But to use a prophecy, to MAKE it come true...</p>	<p>A Sacrifice to the Story</p> <p>This is no power fantasy, no piece of escapist trash. Even the pulpiest tale worth a dime demands sacrifice for a satisfying end, but what will it be?</p>
<p>Invocation</p> <p>2</p>	<p>Invocation</p> <p>3</p>	<p>Invocation</p> <p>2</p>

The Story Revealed

The heart of any story likes to the lurk in the shadows for much of the telling. But there comes a time to reveal the truth. That time is now!

**Invocation
3**

Void Gnomon, New Mask Voidlings A fledgling Fair Folk: they control gravity immediately around their body and dance through the air and the void of the Ring. They mean no harm, but can cause much mischief.	Water Bears, Blossoming Spores A lesser monster with a varied life cycle. In this earlier form they float together in clouds, barely visible spores that far too many psychonauts have inhaled by accident.	Water Bears, Bursting Balloons The second stage of the Water Bear's life cycle is to grow and swell to basketball size and burst upon any impact, spraying choking spores everywhere.
Major Invocation 3	Major Invocation 2	Major Invocation 3
Minor Invocation 1	Minor Invocation 1	Minor Invocation 2

Water Bears, Swarming Scavengers Some Water Bears are sterile, and instead of bursting to spread spores, they grow to the size of large dog, with a scorpion tale with a fange maw.	Ghost Lotus, The Bloom Drifting on the breeze, the Ghost Lotus spreads pollen that can leave a Psychonaut in a daze or even lost in a waking dream.	Ghost Lotus, The Rooting The Ghost Lotus bloom in the skies, but they take root to grow. They take root in the bodies of those foolish enough to wander the Maze unprepared.
Major Invocation 4	Major Invocation 2	Major Invocation 3
Minor Invocation 3	Minor Invocation 1	Minor Invocation 1

Geisternaut, Lesser Shade The Echonaut of a Psychonaut who met an unknown dark end. The Geisternaut floats like a ghost in pursuit of the Vajra of unwary Psychonauts.	Inquisitors, Investigation Team Every secret police has investigators. The Knights of Unity are no different. The Inquisitors investigate first, but they do not hesitate to purify second. Be wary.	Hunters, Pursuit Team A division of the Knights of Unity, this secret police force is concerned with the capture of dissidents. They do not care for guilty or innocent, only caught or still fleeing
Major Invocation 4	Major Invocation 5	Major Invocation 4
Minor Invocation 2	Minor Invocation 1	Minor Invocation 2

Hunters, Strike Team <p>Hunters pursue first. But every pursuit requires a capture. And for that, the Hunters have Strike Teams. Bigger guns, bigger swords, fewer chances to surrender.</p>	The Purifiers, Purge Team <p>The Knights of Unity do not exist primarily to purify. They have the Knights of Purity for that. But sometimes, it's good to have in house specialists.</p>	The Bone Man, Pitiless Pursuer <p>The Bone Man is not a flawless tracker, as the Hound is, but he does not stop and he does not tire. Once he starts, legend says he will always be following you.</p>
Major Invocation 5	Major Invocation 4	Major Invocation 5
Minor Invocation 3	Minor Invocation 3	Minor Invocation 3

<p>The Bone Man, Implacable Opponent</p> <p>The Bone Man, Master of the Secret Police, does not react to the enemy. He pursues and apprehends. He is indifferent to their response.</p>	<p>The Hound, Hunter of Fear</p> <p>The Elder known as the Hound can smell fear, and none can escape the Hound's pursuit. The only defense is not to attract it's attention.</p>	<p>The Hound, Devourer of Fear</p> <p>Facing off against the Hound is suicide. Like the event horizon of a black hole, the Hound is inescapable- it DELETES prey. The only defense is no to be prey.</p>
<p>Major Invocation 7</p> <p>Minor Invocation 2</p>	<p>Major Invocation 7</p> <p>Minor Invocation 2</p>	<p>Major Invocation 9</p> <p>Minor Invocation 3</p>

<p>The Oil Mirror, A False Face</p> <p>Beware the oil skin that forms where the Hunger spreads. It can infect a psychonaut and crush their mind and their heart. A cursed mask to wear.</p>	<p>The Eye of the Grey, Sinister Sight</p> <p>Few Elders manifest openly, more idea than form, but the Grey does manifest itself as the surveillance of the police state. The idea of being watched.</p>	<p>Gorgonite, Larval Spawn</p> <p>Mazes breed monsters. The Larval Spawn don't reach the knees of most psychonauts. At least not at first, but once the little monsters start chewing...</p>
<p>Major Invocation 2</p> <p>Minor Invocation 1</p>	<p>Major Invocation 3</p> <p>Minor Invocation 2</p>	<p>Major Invocation 3</p> <p>Minor Invocation 1</p>

<p>Gorgonite, Lesser Horned Horror</p> <p>Mazes need guardians. And the Gorgonites are happy to serve that role. Medusa and Minotaur both owe their existence in the stories to the Gorgonite.</p>	<p>Sentinel, Guardian of the Gate Room</p> <p>The stone golem clad in iron armor that guards the Gate Room is said to be one of the Giants. But not always, once it was other.</p>	
<p>Major Invocation 4</p> <p>Minor Invocation 2</p>	<p>Major Invocation 5</p> <p>Minor Invocation 1</p>	

<p>The Threshold</p> <p>The Gateway to the Ring, and thus to all of the Shadowlands. The Ring catches the sounds from the rest of the Ring, giving Psychonauts an eerie preview of future encounters.</p>	<p>The Lotus Garden</p> <p>A Fractal map of the Major Realm of Arcadia, the Lotus Garden is a twisting confusing maze filled with dangers and wonders. Tread carefully.</p>	<p>Stellar House</p> <p>Home and Shrine of Lady of Fire, and also the Hound. Stellar House stands as an altar to astronomy and is typically a safe place for Psychonauts to rest. Typically...</p>
<p>Acoustics</p> <p>2</p>	<p>Disorienting</p> <p>2</p>	<p>Sweltering</p> <p>2</p>

Setting Cards – Major Settings

Void House Home and Mauseleum to Man of Void, and also the Hound (they he tends to stay in Stellar House) and the Grey as well. Tread these cold halls cautiously.	Gate Room In the Northmost part of the Inner Ring sits the Gate Room, and in the back lie the gates to all the Greater Realms. But in the front lies the Sentinel...	
Freezing 2	Crumbling 3	

<p>The Windswept Arena</p> <p>Visited more often than any location in the Ring, the Ring is the only section of the Threshold accessible to rookie psychonauts. Normally empty, the winds keep this arena clean.</p>	<p>The Well of Starless Sky</p> <p>Soaring up into the black sky above the Arena is an enormous stone well that seems to extend into infinity, the stones are rough and could be climbed, if one could reach...</p>	<p>The Well of Sleepless Sea</p> <p>Descending down below the arena on either side are stairs leading to a vast cavernous stone well where light and psychonauts alike are swallowed up never to return.</p>
<p>Blustery 1</p>	<p>Endless 2</p>	<p>Bottomless 3</p>

Setting Cards – Minor Settings

<p>The Maze</p> <p>Although the Lotus Garden is more than the great maze, that twisted labyrinth certainly dominates the geography of the garden, blocking sight lines and hiding dangers.</p>	<p>The Guide Room</p> <p>At the heart of the Lotus Garden sits the Guide Room, lost space age technology whose Holographic AI can answer all manner of queries, with proper security clearance.</p>	<p>The Compass Bridges</p> <p>Four Bridges connect the Lotus Garden to the Rest of the Ring. Massive arches stoneworks, open and easily blocked by opposing; resulting in many pitched battles and more ambushes.</p>
<p>Labyrinthine 2</p>	<p>Informative 2</p>	<p>Bottleneck 2</p>

<p>The Atrium</p> <p>Center piece of Stellar House and one part temple, one part observatory, the Atrium's vast clear dome gives visitors a view of Lady of Fire's beloved stars.</p>	<p>The First Capsule</p> <p>A quiet shrine to the sacrifices made by those other than humans who made space travel a reality. Fittingly, this little spacecraft is larger on the inside.</p>	<p>The Gilded Mezzanine</p> <p>The great mezzanine above the floor of the Atrium and looking up towards the dome ceiling. From here the Lady of Fire is said to watch the humble supplicants.</p>
<p>Exposed 2</p>	<p>Tesseract 2</p>	<p>Vantage 1</p>

Setting Cards – Minor Settings

<p>The Sanctuary of the Hollow</p> <p>Home to Man of Void, the Sanctuary looks like a museum to the history of space exploration built in a gothic cathedral where the Grey itself also feels at home.</p>	<p>The Den</p> <p>The Hound resides in Stellar House, sleeping at the altar of Lady of Fire. But its den, where it feeds, is a small confessional booth in Void House.</p>	<p>The Infinity Theater</p> <p>A strange massive theatre seemingly build from a monstrous pipe organ to show a great clockwork demonstration of the constellations.</p>
<p>Silent 2</p>	<p>Cramped 2</p>	<p>Insightful 1</p>

Setting Cards – Minor Settings

<p>The Crimson Room</p> <p>The front of the Gate Room, long with six stone pillars and a fist wide trough carved in a rough rectangle in the floor and painted red. And the Sentinel....</p>	<p>The Chessboard Room</p> <p>Few see the Chessboard Room with its black and white tiled floor and the gates to all the Greater Realms. Fewer still see it twice.</p>	<p>The Vagus Cabinet</p> <p>A ruby red room with a crimson pulsing light. The walls are alight with neon lit cords and interchangeable plugs, but what do they do?</p>
<p>Confined</p> <p>3</p>	<p>Limitless</p> <p>3</p>	<p>Mysterious</p> <p>3</p>